

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

CAT'S-PAW

by Jeff Grubb



Terror stalks the north! Can ALPHA FLIGHT™ stem the tide?



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SHAMAN™

Michael Twoyoungmen,
physician and mystic

Fighting: GOOD
Agility: GOOD
Strength: GOOD
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: AMAZING
Psyche: INCREDIBLE
Health: 50
Karma: 110
Resources: EXCELLENT
Popularity: 25

Powers:

MYSTIC POUCH. The Shaman carries a medicine pouch that acts as a focus for his magical powers. He can pull virtually anything he desires from the pouch by making a successful Psyche FEAT roll. (Karma may not be spent for these rolls.) The Judge can require, at his discretion, a higher level FEAT roll if the item is unnatural (say, a machine gun) or of a power level higher than Amazing. Any object desired by Shaman must fit through the pouch's opening (6"x2"), but can be of any length. It can grow after being removed from the pouch if Shaman gave it that ability before trying to pull it out. In the past, Michael has used the pouch to produce medicinal herbs to heal damage (at Amazing level) and a magic powder that, when spread in a ring, teleported characters in the circle to any desired place. Using the pouch is a form of extradimensional magic. If a FEAT roll fails, the item drawn from the pouch is only of Excellent or lower power, at the Judge's discretion.

LEVITATION. Shaman may levitate himself and also fly at Poor speed by tapping the universal energies of the earth.

Talents: Michael Twoyoungmen is a physician and surgeon. His Reason is Remarkable in medical matters. His Reason is also Remarkable in any matters involving the occult, especially the mysticism of the North American Indian and Inuit (Eskimo) tribes.

Background: Dr. Twoyoungmen was a noted surgeon who found that modern science could not save the life of his wife. Following her death, he turned to the mysticism of his grandfather, shaman of the Sacree Indian tribe. He was introduced to Alpha Flight by Heather Hudson, and is the protector and mentor of Snowbird.

SNOWBIRD™

Narya, demigoddess

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: EXCELLENT
Endurance: AMAZING
Reason: TYPICAL
Intuition: AMAZING
Psyche: MONSTROUS
Health: 110
Karma: 131
Resources: TYPICAL
Popularity: 5

Powers:

SHAPECHANGE. Snowbird is a metamorph, capable of assuming the form of any creature found in the Canadian Arctic. If the creature is smaller than man-sized, she takes on the size of that creature. If the creature is larger than man-sized, she takes on the shape of the creature, but can grow no larger than polar bear size. When she changes, Snowbird takes on that creature's Fighting, Agility, Strength, and Endurance (but not Health).

EXAMPLES:

WHITE OWL (Wings, Claws)
Fighting: EXCELLENT
Agility: REMARKABLE
Strength: GOOD
Endurance: GOOD

POLAR BEAR (Claws)
Fighting: REMARKABLE
Agility: GOOD
Strength: EXCELLENT
Endurance: REMARKABLE

FLIGHT. Snowbird can fly without changing shape at up to Excellent speed.

POSTCOGNITION. Snowbird has the ability to mystically see events that occurred in an area up to six hours in the past by making a successful Psyche FEAT roll. She can see events between six and twelve hours old in an area by making a red FEAT roll. She cannot see events further in the past than twelve hours.

LIMITATION. Narya is mystically bound to the land of Canada and its coastal waters. If she leaves this area, she cannot change shape or fly, and begins to age rapidly. She loses one rank in all her abilities every two hours. When all abilities drop below Feeble, she dies. If she returns to her land before she dies, her abilities return to normal within two hours.

Background: Snowbird is the daughter of the Inuit goddess Nelvanna and the mortal Richard Easton. After the northern gods, including Nelvanna, were imprisoned behind a mystic barrier, Nelvanna gave birth to Snowbird, a demi-goddess immune to the barrier. Snowbird is charged by her mother and the other ancient gods to combat those great beasts that occasionally break through the mystic barrier to menace the Land of the North.

SASQUATCH™

Dr. Walter Langkowski,
Physics Professor

Fighting: REMARKABLE
Agility: GOOD (REMARKABLE)
Strength: GOOD (MONSTROUS)
Endurance: EXCELLENT (AMAZING)
Reason: REMARKABLE
Intuition: GOOD
Psyche: REMARKABLE
Health: 70 (185)
Karma: 70
Resources: GOOD
Popularity: 10

Powers:

BESTIAL FORM. When Dr. Langkowski is in his human form, use the levels not in parentheses. When he changes into his bestial form, Sasquatch, use the abilities in parentheses instead. It takes one round for Langkowski to change form. Whenever he changes form, all damage is instantly healed, but if Langkowski has less than 35 Health points at the time of the change, Sasquatch will be in a Bestial Rage (see below).

BODY ARMOR. As Sasquatch, Langkowski has Remarkable body armor. His fur also provides Excellent protection from cold.

LEAPING. While not in a class with the Hulk™, Sasquatch can leap up to three areas distance in one round.

BESTIAL RAGE. Recently, Sasquatch has become prone to violent fits of temper. This occurs if Sasquatch fails a Psyche FEAT Roll at the start of any fight (Karma may be added). If Langkowski had less than 35 Health points at the time of his change into Sasquatch, he must make a successful red FEAT roll to keep control. When he enters a Bestial Rage, Sasquatch shifts right one to Incredible ability, and attacks are resolved on the Hack & Slash table. He may not choose to do less damage than the maximum, or to have a lesser effect.

Talents: Dr. Walter Langkowski has a Reason of Incredible in physics and radiation studies. In addition, he knows American football quite well, since he spent three years with the Green Bay Packers.

Background: Dr. Walter Langkowski experimented with controlled dosages of gamma radiation following the tragedy of Bruce Banner, who became the Incredible Hulk. When he experimented on himself, he turned into the shaggy beast known as Sasquatch.

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

6857



CAT'S-PAW

by Jeff Grubb

They are Canada's greatest heroes: *Sasquatch™*, *Puck™*, *Snowbird™*, *Shaman™*, and *Aurora™*. They are...Alpha Flight™!

Originally an arm of the Canadian government, the team has lost its official status. But in their short existence, the team has fought the *X-Men™*, saved their nation, and undergone tragedy—the death of the man who brought them together: James MacDonald Hudson, known as *Guardian™*.

Cat's-Paw is an adventure for the MARVEL SUPER HEROES™ Role-Playing Game, featuring Alpha Flight in a Marvel-ous module of mystery and mayhem.

This adventure is designed for a Judge and five players. Players can roll dice for their choice of characters. The inside cover describes the Alpha Flight heroes recommended for play. *Heather MacNeil Hudson™*, the new leader of Alpha Flight, and *Gary Cody™*, the team's former government liaison, are non-player characters. If desired, *Northstar™* and *Marrina™* can be added to the team. Colorful cut-out character cards on the gatefold are for the players' use.

Credits:

Designed by Jaunty Jeff Grubb

Edited by Madcap Michael Dobson

and Boisterous Barbara Deer

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The Judge (but not the players!) should read the entire adventure carefully before starting to play. Study the stats of the villains carefully, and plan what they might do. Also inspect the large map, which shows all the areas where fights might take place.

While this adventure is designed for Alpha Flight, any moderately-powerful group of heroes can be challenged by the dangers herein. If you use a different super-group, you will have to change some of the boxed text and come up with a story to get your heroes involved!

A word about the title. There is an old story about a monkey who used the paw of a friendly (and easily fooled) cat to fetch hot chestnuts out of the fire for him. A cat's-paw is a dupe tricked into doing something dangerous for its master. And that's how the villains in this adventure use each other, from the mysterious master down to the lowest minion. In this adventure, the players move from one cat's-paw to another...until they find the final answer!

On with the story! Presenting...Alpha Flight!



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Chapter 1:

The Haunting of Harris House

Campaign

Read the following to the players:

The call has gone out across Canada—not the Alpha Signal that warns of a national crisis, but a simple series of telephone calls from Heather Hudson, the leader of Alpha Flight. At her request, you and your teammates have gathered in the city of Hull, just north of Ottawa, to meet with Heather and Gary Cody, former government liaison to Alpha Flight.

Heather and Cody have bad news. Simon Hedley-Brown, Canadian Secret Service agent, lies at death's door. He was well known to you when you were part of Department H, the government agency in charge of Alpha Flight when it was connected with the government. He'd been a friend.

Simon was found stumbling through a small park in Hull earlier today, badly mauled by animals. Now he is listed in critical condition at St. Anne's Hospital.

According to Cody, Simon was working undercover to investigate security leaks in a government project. His reports said that he was on to something big, but he gave no details. His last message was that he was looking forward to a meeting with the other side. Nothing more is known. Heather and Cody want you to find out who's responsible, finish Simon's mission, and bring Simon's attackers to justice.

If the heroes ask, Cody tells them that Simon was investigating security leaks involving the construction of government hydroelectric plants. Since there are over 50 such projects currently being built, there is no way to know which projects Simon was working on.

Simon is currently resting under sedation at St. Anne's Hospital. If the heroes speak with the medical personnel, they discover that Simon's last words before going under were "James Bay." James Bay is an inlet off Hudson Bay, and the site of several large government hydroelectric projects.

The small park where Simon was found is located at the edge of the city. Heroes with postcognitive powers, such as Snowbird, can determine the route Simon took to reach the park. Heroes with tracking ability or high intuition can trace the scent (and the occasional spatter of blood) to find the path. If none of these abilities is available to the heroes, witnesses come forward to reveal the route Simon took. No matter which method is used, the route can be easily traced to an old manor in the residential area. Anyone in the area knows that this is Harris House, and that it is reputed to be haunted.

As soon as the heroes near the manor, they meet Jamie Mitchels, a seven year old boy (all abilities Poor, Health 16), who runs up to the heroes, believing them to be police looking for his lost friend, Ron. If the heroes are in costume, he runs up to the team and announces that he is their biggest fan. Sasquatch is his favorite. Jamie tells the heroes the following story:

"Me and Ron were talking, an' he said he wasn't scared of nothin', an' I said he was scared of the Harris place, an' he said he wasn't, an' to prove it he went inside. Ron's older th'n me and thinks he knows everything, y'know.

Anyway, he went inside, an' I promised to wait for him, an' an hour went by an' he didn't come out an' this big guy came up to the house and went in. I ducked in the bushes so he didn't see me. About fifteen minutes later he...the big guy...comes runnin' out an' he's all cut up. The old lady an' her cats got him. An' I think they got Ron, too, an' I was going to tell his folks, or go in myself. 'Cept for the ghosts, I was going to go right in..."

If the heroes talk with Jamie, he tells them the Harris place is haunted. ("Everyone knows that!" he says.) Neighbors and police confirm that strange lights and noises often come from the house. The police and local newspapers can provide



history on the manor. Harris House was owned by Nathan Harris, a wealthy explorer who disappeared attempting to reach the North Pole. His widow, Amanda, died awaiting his return. There is a legend that her ghost and the ghosts of her cats still wait for him...or for news that he is truly gone. Attempts to locate the heirs have failed, and the manor has been abandoned for years.

The house is indeed haunted by Amanda Harris's spirit, waiting for Nathan to return. She did not attack Simon Hedley-Brown. Those responsible are two new residents of Harris House: *Constrictor*™ and *Sabretooth*™. They have built a hideout in the basement, taking advantage of the house's haunted reputation. The ghost never enters the basement. *Constrictor* has never seen Amanda; *Sabretooth*, who is more savage and superstitious, has seen the ghost several times and fears her. *Constrictor* thinks his ally is seeing things.

Use the map of Harris House to run the heroes' exploration of the manor. The windows are boarded up with a Good Strength material, but the front door is unlocked. Use the following room key for encounters and events in Harris House.

THE HALLWAY. The north wall forms a long staircase. A balcony overlooks this room from the second floor. The first hero entering this area sees Amanda's ghost—an elderly woman holding a cat in her arms. The round after she is first seen, Amanda retreats to the Sun Parlor.

THE DOWNSTAIRS PARLOR. This room is empty and covered with dust and cobwebs. In the dust are footprints of two men wearing soft-soled shoes (*Constrictor* and *Sabretooth*), one man wearing dress shoes (Hedley-Brown), and a child wearing soft-soled shoes (Ron).

THE LIVING ROOM. In addition to dust and cobwebs, there is broken furniture in this room. It looks like a fierce fight took place here. The rotted carpet has a large stain from a leak in the ceiling. The entrances to the Dining Room and the Downstairs Parlor are wide arches.

THE DINING ROOM. This room is in better shape and has been recently used. The oak dining room table is in good condition and was recently cleaned. *Sabretooth* (see Battle section) is on the wide sill above the archway. When any character enters this room, go to the Battle section.

THE KITCHEN. The Kitchen is old-fashioned. The linoleum is peeled and the wallpaper has rotted away. The old furnace from the Basement has been dumped in the middle of the room. (*Constrictor* and *Sabretooth* did this to make room for the machinery downstairs.) Rickety stairs lead up to the Upstairs Hall. Anyone using the stairs must make an Agility roll, or break through one of the steps for

ten points of damage. Characters who are running may take additional damage. There is a storage closet beneath the stairs.

THE UPSTAIRS BEDROOMS. These were once guest rooms. They are now entirely empty. The dust in the Hallway has small footprints in it.

THE LIBRARY. This was Nathan's library. Amanda never comes here. The room contains mildew-stained memorabilia from Nathan's travels—ivory, harpoons, animal skins, and books about northern Canada and the polar regions. The Library also contains books (all water damaged and unreadable) on meteorology, glaciers, and legends of the Inuit.

AMANDA'S ROOM. Except for a few cobwebs, this room is in perfect condition. The far door (leading to the Sun Parlor) is open. In the bed, a small child sleeps. This is Ron Landers, Jamie's friend. When awakened, he explains that he had entered the house and discovered *Constrictor*. (He doesn't know about *Sabretooth*.) When Hedley-Brown entered the house, Ron ran upstairs to hide. He doesn't know how he got to Amanda's Room, or how long he has been asleep. He has not seen Amanda's ghost.

THE SUN PARLOR. This room has windows on three sides and a door leading to a widow's walk. All windows have been boarded up. The first two heroes entering the room see Amanda sitting in her rocking chair before the hearth. She disappears after the first round. Hanging on the east wall is a portrait of Nathan.

THE BASEMENT. The Basement is filled with high-speed computers and a radio hook-up. The computers contain stolen tapes concerning James Bay Project #7. A secret panel in the north wall leads into the Hull sewer system. This is how *Constrictor* and *Sabretooth* enter and leave the house without being seen.

Battle

The battle starts when any hero enters the Dining Room. If you are running just the battle, place the heroes randomly.

Sabretooth starts in the Dining Room, perched on the wide sill over the arch. He attacks first in the first round of combat because of surprise. He always uses his claws and never chooses to reduce his damage on the Hack & Slash table.

Constrictor starts in the Kitchen. He enters in the second round of the fight, extending his electrified cables from the doorway. He concentrates on the largest and strongest targets first. If *Sabretooth* is defeated and *Constrictor* is outnumbered, he retreats to the Basement (this takes one round), contacts "Hammer One" by radio (a second round), explains the situation (third round), and tries to escape

through the secret panel into the sewers (fourth round). If he makes it into the sewers, he gets away.

The ghost of Amanda is non-corporeal and non-aggressive. Blows and weapons pass through her. Magic cannot banish her; she is immune to any spell that would stop her from waiting for news of Nathan or his return.

Aftermath

If Alpha Flight defeats *Sabretooth* and *Constrictor*, Heather and Cody ask them to turn the villains over to the authorities. Inspection of the equipment in the basement reveals that it was being disassembled, evidence that the villains had gotten what they wanted. The computer tapes contain government records of *La Bai James* (James Bay) Hydroelectric Project. This is apparently the "big leak" Simon was investigating. *Sabretooth* does not know who their employer was. *Constrictor* knows who hired them (*Justin Hammer*™; see Chapter 3), but will not willingly talk. If coerced, he admits that his boss can be found in an apartment complex in Montreal. That evening, the complex mysteriously burns down.

If the villains defeat Alpha Flight, they leave Harris House through the sewers after destroying the equipment in the basement. The ghost of Amanda keeps any heroes from dying, and heals all damage. The team awakens in beds in the guest rooms. Those who were near death have a vision of Amanda asking them to find out what happened to her husband.

If the heroes do not go upstairs before the battle, Ron Landers comes downstairs afterwards. He tells the heroes about the "sad lady and her cat" upstairs.

Simon Hedley-Brown regains consciousness in 36 hours, in serious condition but no longer near death. He explains that he had made contact with a "leak" who was passing information about construction plans and schedules on James Bay Project #7 to a mysterious employer. He disguised himself as his contact to meet with the information buyers (*Sabretooth* and *Constrictor*), but *Sabretooth* recognized his scent was different, and well, the rest is history.

All heroes can heal up to twice their Endurance before the next chapter.

Karma

Finding Harris House	+10
Defeating <i>Sabretooth</i>	+30
Defeating <i>Constrictor</i>	+40
Attacking Amanda	-10
Finding Ron	+15
Being defeated	-20
Finding Computer Tapes	+10

Chapter 2:

Enter...THE HULK™?

Campaign

Read the following to the players:

The James Bay Hydroelectric Project in northern Quebec is one of the largest of its kind, dwarfing Hoover Dam and the TVA*. The mighty rivers of the north country have been harnessed, and their power has made Quebec one of the most energy-rich states in the world. Excess power lights the other provinces of Canada and is fed into the United States' Eastern Seaboard power grid, providing electricity to the sprawling mega-city that runs from Boston to Washington, DC.

The Canadian government, in conjunction with American corporations, has been very interested in James Bay Project #7, soon to become the largest generator of power in the free world. Now someone else is interested, someone whose motives are less than pure...

Heather has arranged for Alpha Flight to pose as a government inspection team visiting James Bay. She gives the heroes security passes for their secret identities, and arranges for the team to have use of

an O'Hara "Skylighter" jet-copter (Control Excellent, Body Typical, Speed Excellent). Heather accompanies the team, but Cody stays behind.

Ross Kinkaid, chief engineer, meets the heroes at the helicopter pad. (Ross Kinkaid, all abilities Good, except for Excellent Endurance, Health-50.) Ross is a burly, friendly man with a care-lined face. He is cordial to the "visiting inspectors" and is willing to discuss the problems he has been having with Project #7.

One of Ross' problems is Professor Greg Anders (all abilities Typical, except for Excellent Reason, Health-24), who is at Ross' side when the helicopter lands. Anders is a noted environmentalist who has been lobbying heavily against the James Bay projects. He is a slender, narrow-faced man, nervous and very touchy. He takes every opportunity to convince the team that James Bay is an environmental disaster-in-the-making.

Kinkaid's second problem is massive theft of supplies. Entire warehouses of material are disappearing in spite of locks and guards. He is most concerned that the thieves, whoever they are, will steal the large generator coils for the power plant. He has them under 24-hour guard until their installation, scheduled for later today.

Problem number three appears to be related to the thefts. Large footprints have been spotted around the camp. Some men fear that it might be Bigfoot; others whisper that it might be Wendigo, the fearsome monster of the far north. If Kinkaid decides he can trust the group (a Popularity FEAT for the team), he tells them that he thinks he saw the beast one night. It was a large, shadowy form with eyes that glowed green.

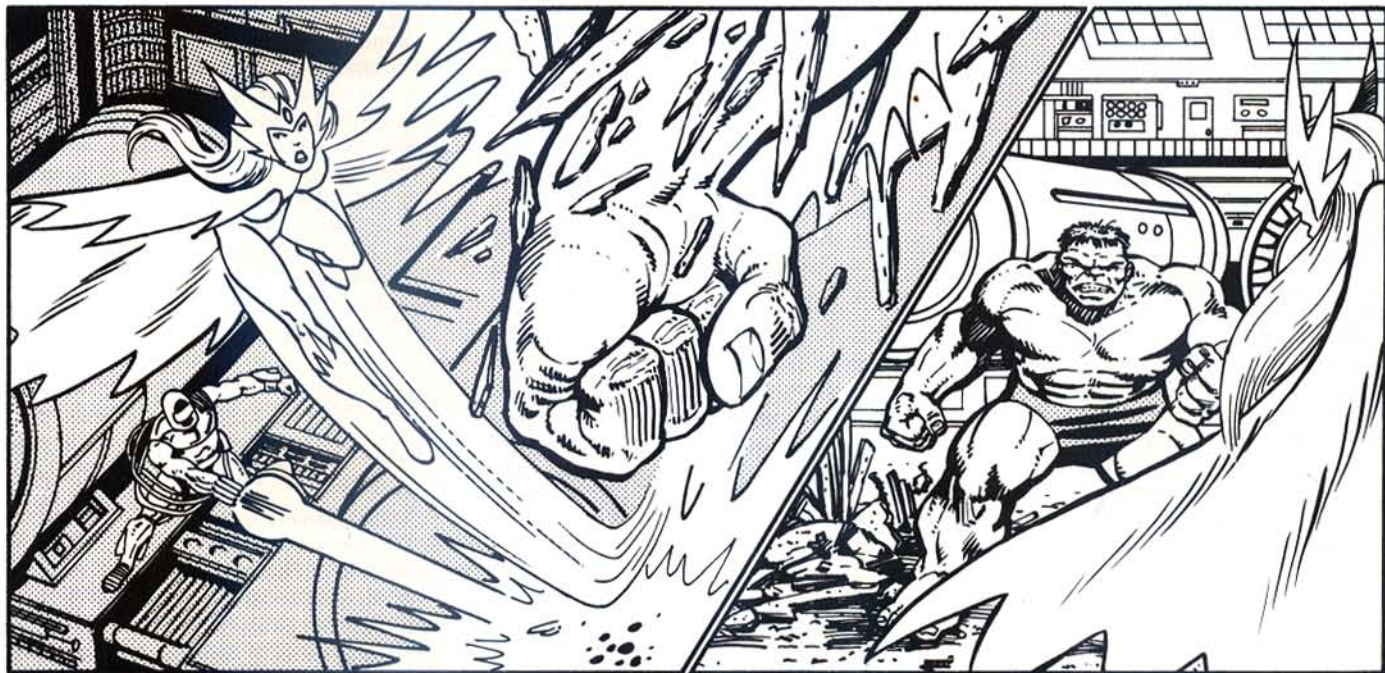
All of these factors cause problem number four: the project is behind schedule. Kinkaid's bosses in Ottawa and New York are pushing for rapid completion. He needs results, and hopes the "government consultants" can help.

Neither Kinkaid nor Anders recognize Alpha Flight as super heroes unless they announce themselves, use their powers, or appear in costume.

It is now afternoon. Anders volunteers to take the consultants to see the footprints. Kinkaid offers to show them the main generator plant, where the coils are being installed.

The heroes can decide which group they want to accompany. They can divide into two groups if they wish. Heather goes with Kinkaid.

*Tennessee Valley Authority—Barbara



Anders' Group

Read the following to the players who accompany Anders:

Anders tells you that the best tracks can be found in some mud flats about a quarter of a mile away. He believes the monster is a Bigfoot. As he escorts you through the high grass to the flats, he natters on about his theories. He believes that the tracks are made by a tribe of Bigfoot, also known as Sasquatch. (Anders knows that Sasquatch is a member of Alpha Flight, but has never seen him.) Anders believes that the rising waters behind James Bay #7 forced the Bigfoot to leave their natural habitat. ("These projects cause incalculable environmental damage!" he adds.) He believes that the thefts and footprints are the result of the Bigfoot being forced out of their homes.

When you arrive at the flats, you see what Anders described: huge, humanoid tracks imbedded deeply in the thick mud.

If Shaman, Snowbird, or Sasquatch check out the prints, they know at once that these are not the tracks of a Wendigo. The tracks have toes like a man, not claws like a beast. But there are no whorls or patterns, like on a human foot, to be seen.

If Sasquatch is present, make a yellow Reason FEAT roll for him. If the roll succeeds, the footprint reminds him of the *Hulk*, whom he has fought both with and against. If Snowbird uses her postcognition power, she sees a green monster with glowing eyes standing in the footprints.

Once the heroes have investigated the footprints, read the following:

Suddenly, the air is shattered by the sound of an explosion coming from the power dam site. A flash of green in the air catches your eye. Even from this distance, you recognize the Incredible Hulk bounding into the worksite!

If the heroes return to the worksite on foot, it takes six rounds. Flying heroes take three rounds. Heroes traveling at supersonic speed take one round. Shaman's teleporting dust takes one round to get all heroes to the site.

Kinkaid's Group

Read the following to those who went with Kinkaid:

Ross Kinkaid takes you on a tour of the James Bay #7 hydroelectric plant. He explains that, in addition to standard construction techniques, the plant uses many experimental methods. One

of them involves the use of lithium/tungsten coils in the main generators. He shows you the generator room where the coils are now being installed. It is a voluminous structure, filled with construction machinery and lit by skylights forty feet above the floor. Soon, Kinkaid tells you, this plant will be humming with whirling generators and electricity.

Suddenly, the skylights are shattered, and four men in flying armor zoom into the vault-like generator room. The leader, wearing blue and white armor, says in an Irish brogue, "Don't een' think o' movin', boyos. This is a robbery. No one moves, no one gets hurt."

Battle

The four men in flying armor are *Mauler*™ (Brendan Doyle) and three *Raiders*™. They are after the generator coils, hoping both to sell them on the black market and also slow down the James Bay Project.

Unless immediately attacked, they attach anti-grav units to the coils. This takes one round. They do not attack anyone unless they are attacked. Two rounds later, before they can steal the generator coils, a large, green-skinned monster with glowing green eyes drops through the skylight and attacks Mauler and the Raiders.

This is not the real Hulk, but an android replica, a *synthetic Hulk*™. The synthetic Hulk has the following characteristics:

F	A	S	E	R	I	P
Ex	Gd	Mn	Mn	Pr	Pr	Pr

Health: 180

The synthetic Hulk has Remarkable body armor and Good resistance to energy weapons.

The synthetic Hulk attacks the heroes only if they attack him. A second synthetic Hulk teleports into the power control room; its mission is to kidnap Ross Kinkaid.

Use the following timetable to run this battle:

ROUND 1—The Raiders break into the power plant.

ROUND 2—Heroes at the mud flats hear the noise and can react.

ROUND 3—The synthetic Hulks and any teleporting characters arrive.

ROUND 4—Characters moving at high speed arrive.

ROUND 6—Characters flying at normal speed arrive.

ROUND 8—Mauler (if still active) calls on the Raiders to withdraw.

ROUND 9—All other heroes from the mud flats arrive.

Once the fighting in the generator room starts, Heather and Kinkaid try to clear the area of non-combatants and get to the power control room. If no PC hero is with them, Kinkaid is kidnapped by the synthetic Hulk at this time. If a hero is with them, the second synthetic Hulk, armed with teleportation disks, is waiting in the power control room. The synthetic Hulk uses one of the disks on Kinkaid. The synthetic Hulk then battles any hero in the room before teleporting away. If it defeats Sasquatch, it teleports Sasquatch away as well. It will not kidnap any other hero.

The synthetic Hulks have been programmed not to damage the area. Accordingly, they will not pick up equipment to smash and will try to catch any equipment thrown at them instead of batting it away. Their master wants this plant to be completed on schedule.

Aftermath

As soon as the synthetic Hulks' missions are completed (stop the Raiders, kidnap Kinkaid), they teleport away.

If the Raiders defeat Alpha Flight, they should be defeated or run off by the synthetic Hulks. At least one Raider should be captured. If it looks as if they will make a clean getaway, have one of their jetpacks malfunction so that the battlesuit will crash. It is important that one Raider be captured so he can rat on his boss.

If no hero followed Heather and Kinkaid into the power control room, Kinkaid is kidnapped. Heather receives 10 points of electrical damage.

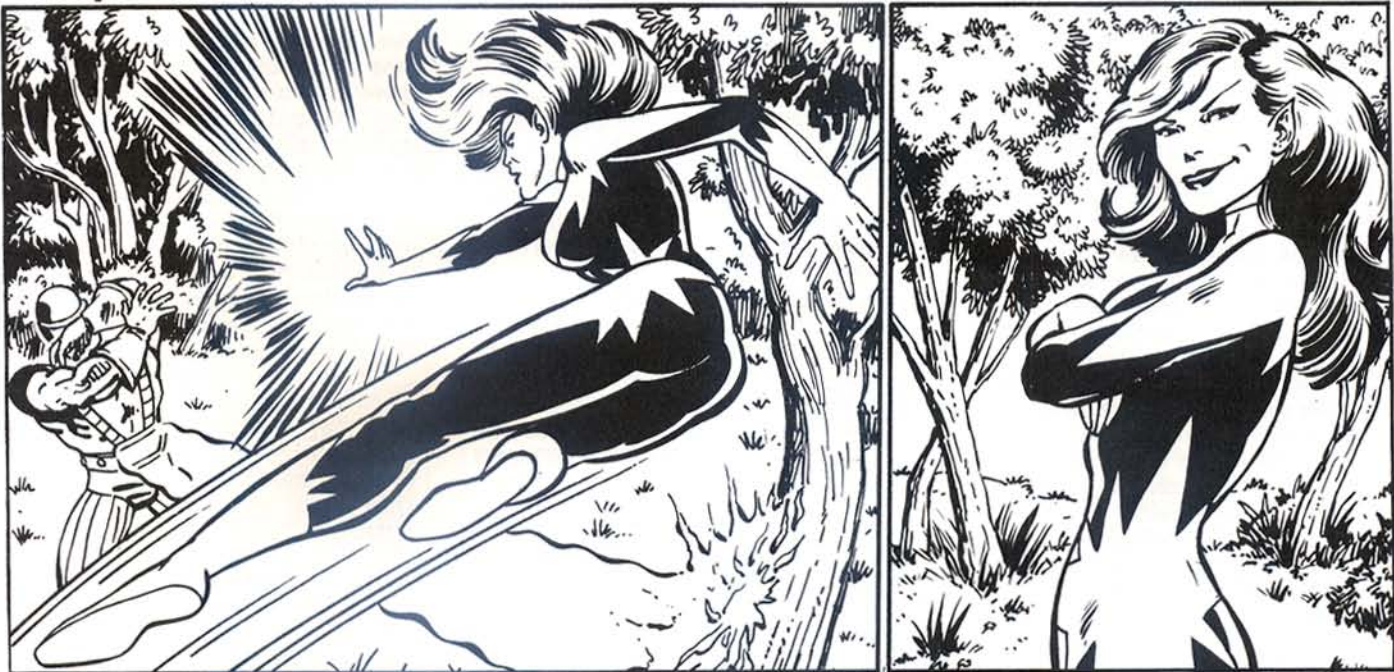
If a hero was with Heather and Kinkaid when the second synthetic Hulk appeared, Kinkaid is still kidnapped. If the synthetic Hulk defeated the hero, the hero is left behind unless he is a gamma-irradiated creature (such as Sasquatch). The synthetic Hulk will attempt to kidnap any such hero.

If Sasquatch (or a similar hero) is kidnapped and teleported away by the second synthetic Hulk, give the player another Alpha Flight hero. Northstar and Marrina are included for this purpose. Wolverine (from the boxed set) can also be used.

Karma

Recognizing footprints	+10
Each Raider defeated	+30
Being defeated by Raiders	-30
Defeating first synthetic Hulk	+75
Defeating second synthetic Hulk	+75
Saving Heather from second synthetic Hulk	+30
Sasquatch kidnapped	-75
Each defeat by either synthetic Hulk	-30

Chapter 3:



When the Hammer Falls

Campaign

At least one Raider will be left behind, either by capture or by suit malfunction, as described in Chapter 2. The captured Raider can be easily persuaded to talk if the heroes put any sort of pressure on him. If the heroes do not, Anders extolls the virtues of the Canadian prison system, and explains how long the Raider will be in it unless he cooperates.

The Raider identifies his leader as the Mauler (if the heroes did not recognize him). He says that the Mauler has a contract with Justin Hammer, a criminal businessman who employs super-powered mercenaries like the Raiders. Hammer is behind the disappearance of supplies. If the heroes ask where Hammer can be found, the Raider resists a little, then breaks down and tells them that Hammer's headquarters is on the top floor of the Krupp Industrial Building in Fort George.

The Raiders have conducted several midnight raids on the project, using their flying suits and anti-grav lifters to break in and get out without being seen. Hammer's objective was to steal the special lithium-tungsten coils and sell them on the international black market.

Make a Popularity FEAT roll for the questioner. If it succeeds, the Raider adds that Hammer has a secret partner whom he calls "the Other." The Raider has no idea who "the Other" is.

The synthetic Hulks are a complete mystery to the captured Raider. He has no idea what they are or where they came

from. He has no idea what happened to Kinkaid, or why he was kidnapped.

Fort George is only an hour's flight away, so Heather recommends using the jet-copter. The group may use other transportation. (NOTE: Shaman can use his teleporting dust to instantly transport the team to Hammer's location, but frequent use of this magic can loosen the binding spells that hold the Great Beasts in check. This becomes important in Chapter 5.)

Heather decides to remain behind to organize search crews for Kinkaid and to search for any more synthetic Hulks.

Read the following to players if they use the jet-copter:

Fort George was just a quiet Quebec town on the shore of James Bay until the power plants came. Now it is a booming industrial base supporting the hydroelectric plants upstream. New buildings have shot up like plants through the spring frost. One of them is the Krupp industrial complex, a giant in the subarctic wastes. The Krupp complex, you have learned, is actually controlled by Justin Hammer, a multimillionaire industrialist...and criminal.

The wind picks up in the last few miles of your trip, and a light snow begins. Visibility is worsening, but the helipad atop the Krupp Building is in sight. A second jet-copter is on the pad, waiting to take off. Suddenly, a beam of energy lances across one side of your

copter. The craft gives a lurch to the left and the whine of the engines increases as a battery of green lights in the control booth turn amber, then red. Alpha Flight is under attack!

Battle

The copter has been fired upon by a Drainer Cannon mounted on the roof. This device causes a power loss in all electrical systems it hits (blocked by force fields, range of 10 areas). The Drainer Cannon is mounted in one area of the Krupp Building on the map provided in game box. Hammer's private jet-copter is warming up on the helipad. Alpha Flight's jet-copter is currently in the area just north of the one marked "Rathbone Park." It is descending rapidly.

The copter's power loss is temporary. The pilot can safely land the craft by making a Reason FEAT roll followed by an Agility FEAT roll. Raise each ability by one rank if he or she has piloting experience. A crash results in Remarkable (30) damage to those inside the craft. Check for Stun for all inside. If the copter lands safely, it is obvious to the pilot that the power loss is only temporary. If the copter tries to take off, the cannon fires again.

Once the copter has landed in Rathbone Park, Hammer's other agents attack. Hammer has employed *Melter™* and *Blizzard™* to take care of super-powered opponents. Mauler and any escaped Raiders aid them. Blizzard is the

team leader, charged with delaying and/or defeating Alpha Flight while Hammer prepares to leave. Hammer is clearing his files of evidence, taking important papers with him, and setting explosive charges to destroy the building after he goes.

In addition to his super-powered operatives, Hammer employs five uniformed mercenaries as his bodyguards. Their only objective is to protect him and guard his escape. Each mercenary is armed with an automatic rifle (range 10, damage 10). One mercenary is Hammer's personal pilot. All five mercenaries have the same abilities:

F A S E R I P
Ex Gd Gd Ty Ty Pr Pr

Health: 46 Karma: 14

On the fifth round after the heroes' copter is shot down, Hammer's copter takes off from the building, heading west at Typical speed. If it makes it off the map edge, Hammer has escaped. Hammer is heading for one of his aircraft carrier-sized submarines, currently stationed in the bay. If the players somehow manage to track and capture Hammer, see the Aftermath section.

If Hammer's jet-copter is destroyed before it takes off, Hammer uses another escape plan. One of his mercenaries, dressed to look like Hammer, enters a limousine at the north door while being guarded by the other mercenaries. Meanwhile Hammer, dressed casually, enters a taxicab at the south end of the building. If the heroes do not detect the cab departure, Hammer escapes. The mercenaries go to the bus station, change into street clothes, and disperse. Do not place Hammer's counter on the map unless the players discover his whereabouts.

If the team uses Shaman's teleportation dust, lay out the map and ask the players where they want their heroes to arrive. They can only appear outside the Krupp Building. If they start on the roof, Hammer has already escaped, but Melter, Blizzard, Mauler, and all remaining Raiders are waiting for them. If they start elsewhere, they see Hammer's copter landing on the roof. The criminal businessman is in his penthouse apartment, getting ready to leave. His mercenaries are with him. Make an Intuition FEAT roll for each villain to see if he notices the arriving heroes.

In the fight, Melter uses his cell-disrupting ray on the heroes first. It causes 30 points of damage and forces a red Endurance FEAT roll to avoid being Stunned. Blizzard uses his powers at one level higher to hit and damage, because of the cold and moisture. Mauler and the Raiders have all regained their Endurance rank in Health.

Aftermath

If the heroes capture Hammer, the criminal businessman surrenders peacefully and with good grace. He is confident that his super-powered allies and political connections will get him out of jail quickly. He explains his nefarious plot if questioned (see below).

If the heroes are Stunned or defeated by Hammer's hirelings, they are taken to the roof and fastened to the machinery there. The heroes are manacled with Inhibitor Bracers that prevent any use of super powers. The Bracers can be broken by a hero with Excellent or greater Strength on a red FEAT roll or unfastened by a hero with Excellent or greater Agility on a red FEAT roll.

If the heroes are captured and manacled, a pretaped holographic image of Justin Hammer appears before them. Hammer is wearing a smoking jacket. His tone is very urbane and slightly superior.

If Hammer escapes, the heroes find a holographic projector in his apartment. Once the heroes have either captured Hammer, been captured, or found the holographic projector, read the following:

The image of Justin Hammer speaks. "As you may have already surmised, I am Justin Hammer. I am a businessman of sorts, save that I am willing to invest in...ah...unusual enterprises, including some activities a lesser mind would consider criminal, such as smuggling, robbery, and blackmail. To this end I employ super-powered operatives. You have met several of them. We have a mutually profitable arrangement: I develop and improve their weaponry, post their bail, and aid them as much as I can...and they give me 50 percent of their take. Would any of you be interested in working for me?...Ah, I thought not.

In any event, I was interested in the James Bay project for two reasons. One was money—it would be very profitable for the industries I control to receive contracts. I spent a good deal of money in bribes and kickbacks, but the contracts went to other corporations. That disappointed me, so I began to take action against the other corporations. If they lost enough money, they would be forced out, and my industries would come in.

While involved in these activities, I was contacted by "the Other." I wish I could tell you more about him but I can't, for he contacted me by overriding my own communications system (an impressive feat in itself), and

always kept his visual picture scrambled. All I can say is that the signal came from the north-northeast, but that could just be a relay station. I should think no one would live up there if they could avoid it...

You see, "the Other" knew of my interest in James Bay, which meant that he had tapped my personal network. This disturbed me. But he offered a trade. If I would use my resources to plant a few additional devices in the James Bay complex, he would show me how to block off all power from the complex. This would shut down the power grid and cause a massive blackout throughout eastern Canada and the United States. In the resulting panic, my operatives could loot at leisure. Your activities have stopped that, I'm afraid, but those items I planted for "the Other" are still in place..."

If the heroes have been subdued and manacled, Justin adds the following:

"Oh, by the way, if you're going to hunt down "the Other" and stop his plan, you'd best hurry. While we've been chatting, the countdown is under way. Oh, did I forget to tell you? The building is rigged to explode. It should go off in a minute or so. I don't look forward to seeing you again, so have a good day!"

The bomb will go off in three rounds, and only if the heroes have been subdued. It does Monstrous damage as it goes off, and Amazing damage from the flames each round afterwards. The building will be destroyed. It is empty except for the captive heroes.

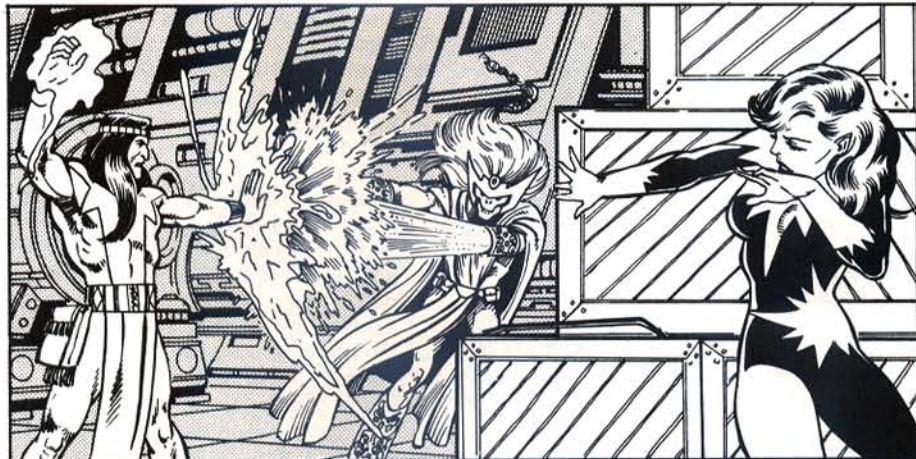
If the heroes get out of their bonds, they can try either to escape or deactivate the bomb. It takes a yellow Reason FEAT roll to deactivate the bomb. (Puck receives a one column shift to the right because of previous experience.) A white result means the bomb goes off immediately. Tell the players this so they can decide whether to spend Karma.

Following this chapter, all characters recover twice their Endurance in Health.

Karma

Defeating Melter	+20
Defeating Blizzard	+30
Capturing Hammer	+20
Hammer escapes	-30
Krupp Building destroyed	-25
Jet-copter crashes	-25
Krupp Building damaged in battle	-10
Defeating Mauler	+40
Each defeated Raider	+30

Chapter 4:



White Water White Death

Campaign

Read the following to the players:

With the defeat of Hammer and his operatives, a relative calm falls over the James Bay project. Kinkaid is still missing, but that does not quiet the bustle of construction as the project rushes to completion.

The disappearances have ceased, and there has been no sign of Raiders, synthetic Hulks, or Bigfoot. Alpha Flight remains to deter their return.

If Blizzard escaped the last conflict, add: "The Royal Canadian Mounted Police have picked up Gregor Shapanka, also known as Blizzard, and are holding him in custody."

Read the following to the players:

The quiet is shattered on the second evening by the cry of warning klaxons and the low, urgent beeping of communications links. Heather's voice, sounding hurried and harried, comes over the line.

"Troops, we got trouble," she says quickly. "We've had a break-in in the generator area again. At first we

thought it was another of those Hulk-like creatures, but whatever it is seems to have tapped into the water lines. Most of the men have escaped, but they look half drowned. Whatever it is there is opening the main valves. That'll start up the generators and who knows what else. I'll meet you here at the generator room and...GOOD GRIEF!" she shouts. The sound of rushing water is heard over the link, followed by a burst of static...then all communications are lost.

Heather is safe, although she's inhaled some water from a sudden flood in the monitor room. The flood was created by Cascade™, Master of the White Water. He has flooded everyone out of the room and adjacent areas. No one has been hurt, but he is keeping everyone at a distance, giving him time to fire up the generators. Water is flowing through the gates, the coils are turning, and the plant is producing energy. The read-outs, though, show that none of it is going into the lines!

Through the ruined doorway, Heather can see Cascade, a watery humanoid wearing gauntlets and a headband. She

hears Cascade continually railing against someone called "the Other." All communications have been cut off, but Anders called the Army before communication was lost.

Battle

Cascade starts in any area of the main generator room. Heather, looking like a drowned rat, is in the monitor room. All other personnel have been swept out of the area. The west doors are jammed shut. Alpha Flight enters through the skylights or the east doors.

Cascade does not want to hurt anyone. He will fight only if attacked. His primary purpose is to start up the plant and keep everyone away from the generators while "the Other" sucks up power. Cascade repeatedly shouts that he is just doing his job at the command of "the Other."

Aftermath

If Cascade defeats the heroes, he sweeps them out of the generator room with a wave of water and continues guarding the equipment. The heroes can recover and attack again.

The Army arrives one hour after Cascade starts the generators. They are a special force under the command of Lieutenant Colonel Walter Grigsby, Royal Canadian Air Force. His unit consists of 40 men, five armed with flame throwers and the rest with assault rifles. (See statistics for soldiers, page 28, and flame throwers, page 17, in the Campaign Book; assault rifles, page 14 in the Battle Book.) Their orders are to maintain the safety of the plant and remove any threat to it.

Grigsby does not like costumed heroes very much. If Alpha Flight has not defeated or is not engaged with Cascade when he arrives, he orders his own men to attack. Without Alpha Flight's support, the attack fails without injury to Cascade.

If Cascade is defeated (knocked unconscious), read the following to the players:

The defeated Cascade shimmers and solidifies into a familiar form: Ross Kinkaid, the kidnapped project engineer. The shock has released him from "the Other's" control, but he is dazed and disoriented.

Karma

Defeating Cascade	+50
Being defeated by Cascade (each time)	-20
Letting the Army go in first	-10
Accompanying the Army on their attack	+5

Chapter 5:

Campaign 1

Read the following to the players:

When Ross Kinkaid recovers, he tells Alpha Flight he remembers being transformed into Cascade by a being who called himself "the Other." The details are fuzzy, but his captor was evidently a green-skinned humanoid with an oversized head; Ross thinks he may be an alien. The only thing he remembers clearly is that they were farther north than this, in some old army installation near a glacier.

Ross, as Cascade, activated several power taps on the main lines, channeling power from the generators to a hidden transmitting station. Alpha Flight quickly locates the transmitter beneath the mud flats. From the trajectory of its transmissions, they discover the receiving station is an abandoned Army radar installation. Colonel Grigsby, who doesn't trust Alpha Flight, recommends a low-level bombing run on the area.

If the team does not act, but allows Grigsby to call in his air strike, the bombs destroy the radar shelter. "The Other" and his minions get away. Any captives are blown from the wreckage and lose consciousness. They revive in one day unless found earlier and helped. One of the bomber pilots reports seeing a huge, cat-like creature break through the ice and stalk off to the south. Grigsby blames the fiasco on Alpha Flight, leaving them no option but to go north and fight the monster. The players lose 300 Karma each. Go to the Battle 2 section.

If Alpha Flight talks Grigsby out of the bombing run, they head north on their own. When they reach the area of the radar station, show them the map of the glacier and read the following:

The sky is clear in this far north outpost, but a stiff breeze kicks up puffs of snow from the ice. The station itself is just ahead. Snowbird senses an eerie presence. A shiver runs down Shaman's spine. There is ancient magic here, and there is something else as well...a great evil.

Beside the bleak station, a modern apparatus that looks like a drill rig bores into the glacial ice. A dim, dark stain can be seen below the cracking surface of the ice. Four huge, humanoid forms stand between Alpha Flight and the station. Above them hovers a green-skinned figure in an orange battlesuit.



Ice Station Gamma

"Good day, heroes," he cackles. "A pity you could not have come sooner. Now you are too late to stop me from tapping the greatest power in the world. After all, there is no "Other" like...the Leader!"

If the characters attack the Leader and his minions, go directly to Battle 1 section.

If the characters speak to the Leader, he tells them the following:

"You won't find me as easy to defeat as Justin Hammer. All that greed-filled fool wanted was to profit at James Bay's expense. He could have had all the money he wanted if he hadn't double-crossed me, hadn't tried to steal the generator coils. My synthetic Hulks stopped him, and "borrowed" Mr. Kinkaid in the process. My first thought was to hypnotize Kinkaid to check my power relays, but I soon discovered his latent mutant abilities. What a pleasant surprise he turned out to be. Pity he failed. I should never put my trust in humans. Still, thanks to him, I am about to control a force that will make me the Supreme Power of this globe! My creatures here will keep you busy while I finish the job. Attack, my pets!" The huge forms advance menacingly.

Battle 1

The heroes begin at the maple leaf on the Ice Station Gamma map. The synthetic Hulks begin in the starred area. The Leader is inside the shelter; his image on the ice field was a holographic projection.

If Sasquatch was taken prisoner, he is held in the shelter in a chamber filled with sleeping gas. Two of the Leader's creatures are replicas of Sasquatch; the others are improved synthetic Hulks. If Sasquatch has not been captured, all four are synthetic Hulks. Both types have the following statistics:

F	A	S	E	R	I	P
Rm	Ex	Mn	Mn	Pr	Pr	Pr

Health: 200

These synthetic Hulks have Incredible body armor and Good resistance to energy weapons. Their glowing eyes shoot force bolts of pure energy (range three areas) for Excellent damage.

The Leader is confident that his creations can deal with Alpha Flight. He is armed with an entangler gun that shoots coils of Amazing Strength. He will use it on anyone that gets through the Excellent Strength walls of his compound.

The Leader also clutches an ancient book; he attempts to protect the book if attacked. Any character who gets close enough (same area) can read the name "Nathan Harris" in tarnished gold leaf on the cover. (If no character remembers that Nathan Harris is Amanda's missing husband, ask one character to make an Intuition FEAT roll for this information.)

If any character gets the book away from the Leader and starts to read it, go to Chapter 6 and read *FRAGMENT FROM THE LOGBOOK OF NATHAN HARRIS*.

The Leader is concentrating on removing the last of a powerful mystic barrier. The barrier will be torn away in five rounds with his help. Subtract one round for each time Shaman has used his teleport spell in the past two days.

Campaign 2

Even if the Leader is stopped, the barrier is still desperately weak. It will fall in 1-10 rounds unless stopped by an incantation from Shaman (red FEAT roll), or an avalanche of ice.

If the characters succeed in repairing the barrier, go to Aftermath, Chapter 6, and award Karma.

Should the characters fail to halt the deadly countdown, read:

The ice of the glacier cracks and groans. A huge, cat-like paw breaks through the ice, looking like a cloud of dark smoke. A second paw follows, then the head of a huge mountain lion with eyes of gold. A voice unheard in countless centuries echoes over the tundra. "AT LAST, MY IMPRISONMENT IS ENDED! KIMARA WALKS THE EARTH AGAIN!"

Newly freed from its icy prison, a great smoke-black creature towers above the field of ice. It resembles a mountain lion, twenty feet high at the shoulder. Its claws shine like polished ebony, and its eyes and maw shine with a hellish electric-yellow glow. It is *Kimara the Cloud Stalker™*, a hell-beast of old. And it is free once more.

Kimara's first action is to smash the ice bore and the Leader's station. It will ignore all other actions that round. Only after the station is destroyed will it turn itself to the others. In a hissing, deep voice it will ridicule the vanquished Leader. "FOOL," it says, smashing the shelter, "DID YOU THINK YOURSELF THE FINAL PUPPET-EEER?" The Leader's scream is cut off abruptly.

Everyone within the Leader's lab when it is destroyed takes Remarkable damage. Any characters held prisoner are freed at this time. Return Sasquatch (if captive) to his player. No sign of the Leader is found in the wreckage, but the ruins contain a usable air car (body Poor, control Remarkable, speed Good) with a laser (Remarkable damage, range seven areas) mounted on the hood. They also find the Leader's book (if it is not already in the characters' possession). Most of the book is unreadable, but faded writing on the last page can still be made out.

The book passed into the mists of history and only recently came into the Leader's possession. All the Leader's machinations have been for one purpose, to free from the ice the creature described in the dusty tome...and to make it his own.

But the beast has other ideas. It lives for battle and destruction, and war against others of its kind. It will be no hunting dog for a mere mortal.

FRAGMENT FROM THE LOGBOOK OF NATHAN HARRIS

...Adams gone in the landslide... Steuben and Cartwright smashed by...It came from under the ice...unbelievably huge...a smoke-darke beast with a fell visage. Kioche and I the only survivors. We used his knowledge of the tundra to wall the beast in an avalanche of ice...sorely injured...sent him off to bring back help...hope he returns quickly...Amanda...Amanda...my wife...Whoever reads this tell her...tell her...

It is up to Alpha Flight to destroy or restrain the fell creature that the Leader has brought forth. They will have their hands full with this one.

Battle 2

Kimara appears in the area marked "The Breach." The synthetic Hulks will not fight Alpha Flight, but flee when the Cloud-stalker breaks out.

KIMARA, THE CLOUDSTALKER™

Fighting
Agility
Strength
Endurance
Reason
Intuition
Psyche

MONSTROUS
MONSTROUS
UNEARTHLY
UNEARTHLY
GOOD
AMAZING
AMAZING

Health: 350
Karma: 110

BODY ARMOR: Kimara's body is made of semi-stable vapors. This acts as Monstrous body armor against physical attacks, and Incredible body armor against energy attacks. Bright lights weaken it. Aurora's lightburst does Amazing damage, and any laser does damage one rank better than its rating.

REGENERATION: If brought to zero Health, Kimara will dissolve into a mass of material resembling black cotton candy. If this material is not trapped within solid ice, it will regenerate to the above statistics at the light of dawn.

Kimara's powers are weakened at the start because it has been without air and moisture for so long. It will head south for the coast, reaching it in an hour. Once immersed in salt water, it becomes fully powered:

F	A	S	E	R	I	P
Un	Un	Un	C1	Gd	Am	Am

Total Health: 1300

Kimara will attack those that attack it. It will lash out against Snowbird, if present, because it senses the blood of its hated enemies in her. It will speak with Shaman, boasting that its power will destroy any that cross it.

Alpha Flight's only hope is to reseal the creature in ice, or to reduce its power (Health-0) and place the remains back in the ice pack. This can be done in several ways:

1. Cause an avalanche. This is a red Strength FEAT for characters of Incredible Strength or better. (Yellow FEAT if they know the slopes and ice well.) If an avalanche is created before the beast reaches the sea it will be buried again. Other characters in the path of the avalanche take Amazing damage and are tossed aside by the rush of ice and snow. An avalanche may only occur in glacial terrain.
2. Freeze Kimara in place. Cover its pelt with water (from a rainstorm, for example) and lower the temperature rapidly.
3. Destroy its material body (Health-0), then carry the residue back to its icy tomb and lay it to rest. This must be done before the next sunrise, or the creature will return at the same level of power as it had when it first appeared.

Aftermath

If the members of Alpha Flight defeat the Cloud Stalker, they will have saved a large chunk of Canada. No sign of the Leader will be found in the ruins.

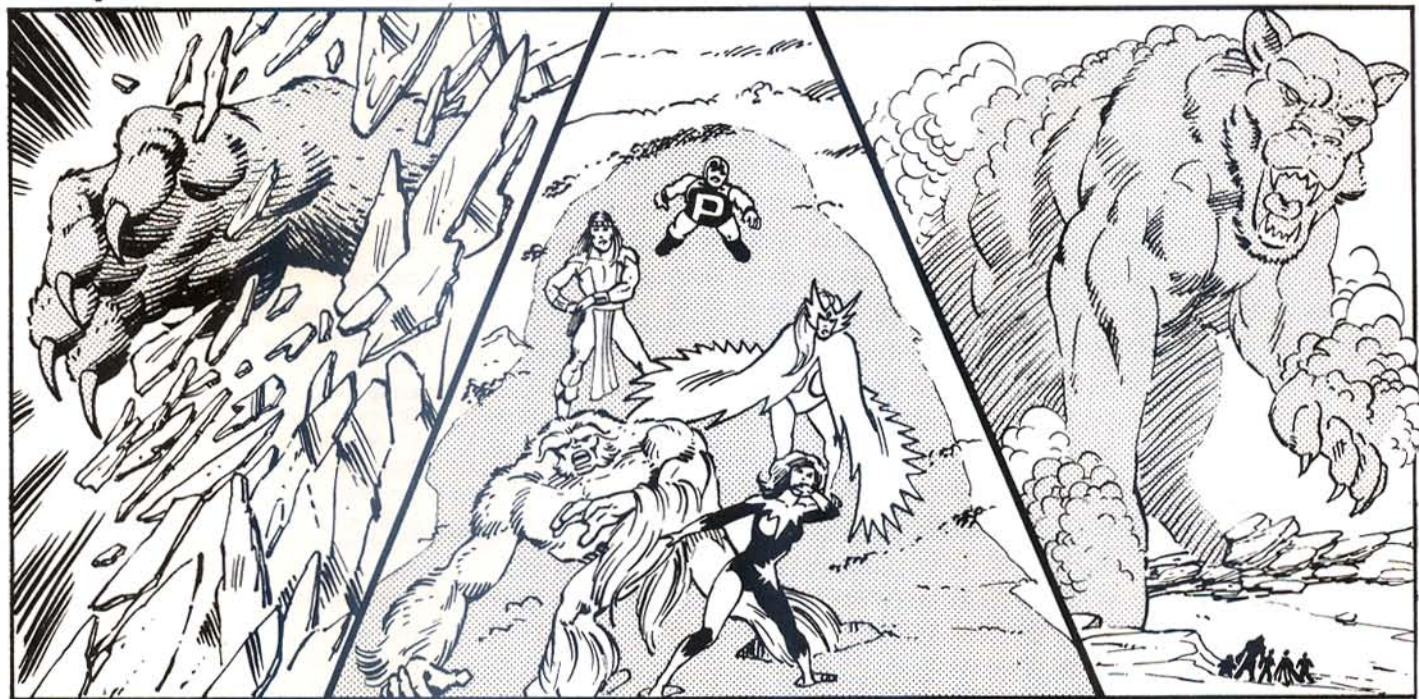
If Alpha Flight fails to restrain Kimara, it will stride into the ocean south of the Everett Mountains, and reappear two hours later across the Hudson Strait at its expanded powers. The town of Maricourt in northern Quebec will report seeing the huge creature. It will rip through the town of Maricourt, heading southwest toward James Bay, leaving broken and twisted wreckage in its path.

Allow characters to heal their Endurance rank after this chapter. They may heal twice that if they choose, but by that time the beast will be approaching Fort George, and the battle will take place in the streets of that city.

Karma

Defeating synthetic Hulks	+75
Finding book	+10
Repairing mystic barrier	+100
Defeating Kimara	+100
Preventing Kimara from entering the ocean	+50
Capturing the Leader	+75
Kimara enters Hudson Strait	-20
Kimara defeats heroes	-20

Chapter 6:



Endings

If the characters have failed to defeat Kimara, they get a second chance. If they choose to wait a single day to heal, they find him on the tundra near Lake Minto in a similar environment to the one in which they fought before. Use the glacier map.

If they wait two days (healing twice), they battle the creature in the streets of Fort George itself, where Kimara will seek to do maximum damage to human-built structures. The Judge decides when Kimara destroys a building within the flow of the battle. They receive +500 Karma for defeating Kimara, but lose -50 Karma per building he destroys.

If the heroes fail a second time, an odd trio will save the day. If no one has examined the logbook, Heather shows it to Professor Anders, who gets an idea. Anders, Kinkaid (in the form of Cascade), and Blizzard (in police custody and seeking to avoid extradition) team up, going into battle in an O'hara jet-copter. Cascade pours a huge amount of water onto the beast. Blizzard freezes the damp smoke-fur, while Anders pilots the chopper. It will take them three rounds to freeze the beast totally; meanwhile someone in Alpha Flight must keep it busy before it levels more of *La Belle Province*.*

Should the heroes defeat Kimara, there are still some loose ends to tie up:

The synthetic Hulks are still loose on Baffin Island. If left to themselves, they become wild and terrorize small towns in the area, much like the polar bears.

**(Quebec, for all you in the Lower 48—Francophile Barbara)*

Any of Hammer's men that slipped through the net are trying to get out of Canada quickly to link up with their boss again. If Blizzard helps defeat Kimara, he is granted asylum in Canada.

The Leader is not dead. His scream was cut short, not by a death blow from Kimara, but by his teleporter activating. He has retreated to his orbital lair, but will not soon forget the team of heroes that has defeated him.

If Hammer has escaped, he is hiding in international waters on his submersible yacht, planning his next operation. If under arrest, he is extradited to the United States for crimes previously committed there.

If the players wish to continue the story, the Judge invites Alpha Flight to accompany Hammer to the United States. En route, the plane is hijacked by a masked foe. (Choose one of the villains still at large. If no one is available, one villain will escape from custody to fill this role. The rest of the battle is yours to design.) If the plane is successfully flown to Barbados, Hammer escapes.

Finally, the heroes can successfully exorcise the spirit of Amanda Harris if they bring the logbook back to Harris House. Amanda recognizes the book and, if it is left behind, reads it, turning the pages slowly. At the end, she closes it, sighs, and fades from view, cat in her arms. The stories of the haunted house will continue, as stories do, but the true ghost of Harris House has departed for her reward. If the players bring the logbook to Amanda, give them +40 Karma.



THE LEADER™

Samuel Sterns, criminal mastermind

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: REMARKABLE
Reason: AMAZING
Intuition: REMARKABLE
Psyche: INCREDIBLE

Health: 56
Karma: 125
Resources: REMARKABLE
Popularity: 5

Powers:

INCREASED MENTAL CAPACITIES.

The Leader's inventive genius allows him a Monstrous Reason when inventing. His logic is always precise, and his hunches are usually accurate. His genius is balanced by his malicious selfishness, his inability to work with others (except in a master/servant relationship), and a blind impatience.

HUMANOIDS. Due to his lack of patience with others, the Leader has created an army of plastic robots that respond to his mental commands. These robots are not used in this module, but are replaced with the more expensive synthetic Hulks. (Statistics for the synthetic Hulks are found in

the Battle section of Chapter 2.) If you wish to use Humanoids in your own adventures, they have the following statistics:

F	A	S	E	R	I	P
Ty	Ty	Ex	Gd	Fb	Fb	Fb

Health: 42

The humanoids have Amazing Strength body armor that makes them difficult to destroy.

WEAPONS. The lethal Leader has various weapons and capturing devices available. Within this adventure, he uses an entangling gun that shoots an Amazing Strength cable to tie up his target. He provided the plans for Hammer's Drain-Cannon. He also invented stunners (potential Stun if endurance is Amazing or less) and force beams (potential Slam if Endurance is Amazing or less). He has also created mind control devices of Amazing power.

Background: Sam Sterns was a manual laborer who was bombarded with gamma radiation from a nuclear waste dump accident. The radiation increased his mental abilities far above the human norm. Lust for power over lesser intellects, the Leader has often sought new methods to control the world.

CASCADE™

Ross Kinkaid, engineer

Fighting: GOOD
Agility: GOOD
Strength: REMARKABLE
Endurance: AMAZING
Reason: GOOD
Intuition: TYPICAL
Psyche: FEEBLE

Health: 100
Karma: 18
Resources: TYPICAL
Popularity: 0

Powers:

WATER BLAST. Cascade can shoot from his hands a torrent of water up to five areas away, and may shoot around corners. This blast has Monstrous force; a red FEAT roll is required to move against it (yellow for Monstrous Strength, green for Unearthly).

BODY ARMOR. His liquid form allows him to flow into small openings and gives him Remarkable body armor. Extreme cold reduces that protection to Good as the external layers of his self are chilled and must be recirculated.

ELECTRICAL CONDUCTOR. Cascade is a conductor of electricity but has an Incredible resistance to it himself.

Background: When the Leader kidnapped engineer Ross Kinkaid to use as a pawn in his scheme to take over the James Bay hydroelectric project, he discovered that Kinkaid had latent mutant ability. The Leader bombarded Kinkaid with gamma rays, changing him into a more powerful tool: Cascade, Master of the White Water. After escaping the Leader's mental domination, Kinkaid reverted to his original shape, but retains the ability to change to Cascade at will.





SABERTOOTH™

(real name unknown), assassin
origin unknown

Fighting:	INCREDIBLE
Agility:	REMARKABLE
Strength:	EXCELLENT
Endurance:	REMARKABLE
Reason:	TYPICAL
Intuition:	GOOD
Psyche:	TYPICAL
Health:	120
Karma:	22
Resources:	TYPICAL
Popularity:	4

Powers:

INFAVISION. Sabertooth can see in dark.

EXTRAORDINARY SENSES. Sabertooth has Amazing senses of hearing,

smell, and taste. He can track a creature by making a FEAT roll once every half hour to see if he is still on the trail. He can identify a person by smell with a successful FEAT roll.

CLAWS. His claws are made of Incredible material. As an assassin, he has used them to kill. His teeth are made of the same material as his claws.

Talents: none.

Background: Little is known about Sabertooth. He is wanted in several countries, and it is assumed that he is either a mutant or an altered human. He has no color vision, but sees the world in black and white.

CONSTRUCTOR™

Frank Schlichting, hoodlum

Fighting:	GOOD
Agility:	GOOD
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	POOR
Intuition:	GOOD
Psyche:	GOOD
Health:	50
Karma:	26
Resources:	GOOD
Popularity:	3

Powers:

BODY ARMOR. Constructor wears a battlesuit that provides Good protection from physical attacks and Remarkable protection from electrical damage.

ADAMANTIUM CABLES. Constructor's namesake weapons are a pair of adamantium alloy cables issuing from the back of his wrists. They are of Unearthly material and are unbreakable (a successful Strength FEAT roll may loosen them so

they do no damage). These coils can reach into any adjacent area and do Remarkable constriction damage. Electricity sent through the cables does Monstrous damage. If used as a whip, a cable does Incredible damage, with or without an electrical field.

LIMITATIONS. Constructor's powers are in his suit. Severe damage to the chest plate area (sufficient to cut through the padding, then a red Fighting FEAT) will disable him. In addition, he may fight at maximum charge for only ten rounds. After that point, his damage slips by two ranks each round and he must find a way to recharge himself.

Background: Schlichting was a small-time hoodlum who was given the suit by a large crime cartel called The Corporation. When The Corporation was broken up by *Captain America™* and the Hulk, Schlichting kept the suit and went freelance, selling his criminal services to the highest bidder.



JUSTIN HAMMER™

criminal businessman

Fighting:	POOR
Agility:	GOOD
Strength:	TYPICAL
Endurance:	GOOD
Reason:	EXCELLENT
Intuition:	TYPICAL
Psyche:	GOOD
Health:	28
Karma:	26
Resources:	INCREDIBLE
Popularity:	10

Powers: Justin Hammer has no personal superhuman powers. He is merely a very wealthy, completely amoral businessman who controls a vast empire of legitimate and illegal operations. He is actively involved in "villain support." He takes hi-tech wonder villains under his wing, repairs and updates their equipment, and gets them out of prison when necessary. In return, Hammer gets 50 percent of their take. In the past, Hammer has had such agents as Constructor, Melter, Blizzard, *Porcupine™*, *Beetle™*, and the late *Man-Killer™* in his employ.



MAULER™

Brendan Doyle, mercenary

Fighting:	INCREDIBLE
Agility:	EXCELLENT
Strength:	INCREDIBLE
Endurance:	INCREDIBLE
Reason:	GOOD
Intuition:	EXCELLENT
Psyche:	TYPICAL
Health:	140
Karma:	36
Resources:	GOOD
Popularity:	4

Powers:

LASER CANNON. The cannon mounted on Mauler's right arm does Monstrous damage with an accurate range of 15 areas.

BODY ARMOR. The MAULER armor provides Remarkable protection against physical attacks and Incredible protection against energy attacks.

ELECTRIC TOUCH. By touching his left arm to an opponent (Fighting FEAT), Doyle can induce a pulsed electric shock for Amazing damage.

FLIGHT. The MAULER armor can fly at Amazing speed due to the jets placed in its calves.

LIFE SUPPORT. While wearing the suit, Doyle can survive 3 1/2 days in a hostile environment (such as under water or in space) with no penalty to action.

Background: MAULER stands for Mobile Armored Utility Laser-guided E-beam, Revised. It was developed for the U.S. Department of Defense by the Cord Conglomerate. The contract was cancelled due to a security breach, and the suit was mothballed. Later it was stolen by Irish mercenary Brendan Doyle, who uses it in freelance crime.

RAIDER™ ARMOR

Fighting:	REMARKABLE
Agility:	GOOD
Strength:	REMARKABLE
Endurance:	INCREDIBLE
Reason:	TYPICAL
Intuition:	GOOD
Psyche:	TYPICAL
Health:	110
Karma:	22
Resources:	GOOD
Popularity:	3

Powers:

FLIGHT. The Raider armor can fly at Remarkable speed.

BODY ARMOR. Raider armor provides Remarkable protection against physical attacks and Excellent protection against energy attacks.

WEAPONS:

RAIDER #1: Selecti-fire wristbands. These wrist-mounted weapons can fire diverse shells, all with an effective range of five areas. These include projectile (Excellent damage), laser (Remarkable damage) and acid (Remarkable potency).

RAIDER #2: Force Shield and Syphon Net. These microcircuit-inlayed plastic surfaces have two functions. The shield serves as Amazing protection from all energy attacks. The Syphon Net can suck energy away from electrically powered items. It reduces an electrically powered device by seven ranks. If reduced below Feeble, the operation of the device is totally halted.

RAIDER #3 - Amplisonic Shatterguns. These sound-based weapons project bolts of pure sonic energy. They hit for Excellent damage, but you should check for Stuns and Slams as if it were Amazing damage (in other words, they may affect characters of Amazing or less Endurance).

Background: With the failure of the MAULER contract, Cord Conglomerate invested in a lighter, less expensive version of the suit, which they called the Raider. These suits were used in a field test against *Iron Man*™ that resulted in the Raiders' defeat, Cord's arrest, and the sale of the company to Stark (now Stane) International. It is not known whether Hammer's Raiders wear the original suits or duplicates based on stolen designs.



MELTER™

Bruno Horgan, professional criminal

Fighting:	GOOD
Agility:	GOOD
Strength:	TYPICAL
Endurance:	EXCELLENT
Reason:	EXCELLENT
Intuition:	GOOD
Psyche:	GOOD
Health:	46
Karma:	40
Resources:	GOOD
Popularity:	3

Powers:

MELTING DEVICE. Melter wears a device on his belt that disrupts the molecular bindings of certain materials, causing them to "melt." The effect of the melting ray may be reduced by a force field, but body armor will have no effect if the gun is set to melt it. The gun has a range of two areas and can operate against only one material at a time. It can operate continuously for four hours. The device has four settings:

METAL: This setting can affect all but Unearthly metals (such as Constrictor's cables and Wolverine's claws). This has the effect of Monstrous Strength on a wall or objects of metal.

STONE: This setting has an Unearthly effect on all stone that is not mystically enhanced.

WOOD: This setting attacks cellulose, the basic building block of plant life. It does Amazing damage to plant life, and has an Amazing effect on wooden objects.

FLESH: The final setting does Amazing damage to human and animal tissue. It does not melt flesh but it burns, disrupting nervous tissue. Make an Endurance check for each round under the gun. Failure indicates unconsciousness for 1-10 hours.

Background: Horgan was a competitor of Tony Stark, who discovered the melting phenomenon in one of his defective products. Melter first refined the process himself, then kidnapped Stark to further refine it. Melter's ray is his sole superhuman power.



BLIZZARD™

Gregor Shapanka, scientist

Fighting:	TYPICAL
Agility:	GOOD
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	REMARKABLE
Intuition:	GOOD
Psyche:	POOR
Health:	46
Karma:	44
Resources:	GOOD
Popularity:	4

Powers:

All of Blizzard's powers come from his battlesuit. It consists of a padded full-body suit, specially designed gloves, and a cryogenic backpack that gives him his freezing powers.

BODY ARMOR: The suit provides Good body armor from physical damage and Amazing protection against cold.

GLOVES: Blizzard's gloves allow him to make ice-based attacks. He can create icy missiles of three areas range doing Remarkable damage. He can form ice walls of Remarkable Strength. He can ice himself up to provide Remarkable body armor. Finally, he can generate snow, sleet, or freezing rain at the Remarkable level.

BACKPACK: This is the heart of Blizzard's battlesuit. It can sustain Remarkable damage (30 points) before becoming inoperative.

Background: Gregor Shapanka, while an employee of Tony Stark, stole the circuitry of the original Iron Man for personal gain. Using that circuitry in combination with his own genius, Shapanka created Blizzard and embarked on a criminal career.

MARRINA™

Marrina Smallwood, alien monster

Fighting:	EXCELLENT
Agility:	GOOD
Strength:	EXCELLENT
Endurance:	INCREDIBLE
Reason:	TYPICAL
Intuition:	GOOD
Psyche:	GOOD
Health:	80
Karma:	26
Resources:	Typical
Popularity:	5

Powers:

AMPHIBIOUS NATURE. Marrina can survive equally well on land and in the water. She swims with Monstrous speed in open water, and can create a waterspout three miles in length that hits with Unearthly damage. When in the water, her Intuition is raised to Amazing, as her skin can detect movement in the water.

BLINDING TOUCH. Marrina's people can exude an oil through their skin that causes temporary blindness. The oil is of Monstrous potency, and will blind for 1-10 rounds. She may use it if she makes a yellow Fighting FEAT and has access to her

opponent's eyes. (Her power would not affect Iron Man and Daredevil, as the first can shut the eye-holes in his armor, and the second is already blind.)

BESTIAL NATURE. Marrina is usually a very quiet, genial being. But under certain conditions she becomes a killer, as planned by her alien ancestors. Her fingers become claws (damage is Excellent, resolved on Hack & Slash table). To date, only the mastermind known as *The Master™* of the Worlds has figured out how to trigger the reaction.

Background: Marrina is a Plodex, one of the most aggressive races in the galaxy. Plodex imitate and eliminate the dominate life form of any planet they invade. A Plodex ship crash-landed on Terra and released its eggs too early, without "programming." Marrina's egg was found thousands of years later in Newfoundland, and opened by a human female. Marrina adopted the form of a Terran female, and grew to maturity. She was recruited into Beta Flight, and was ready to join Alpha Flight when it was disbanded. Marrina has since learned of her lethal heritage, and has avoided the team since her run-in with another Plodex.



NORTHSTAR™

Jean-Paul Beaubier, champion skier

Fighting:	EXCELLENT
Agility:	EXCELLENT
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	TYPICAL
Intuition:	TYPICAL
Psyche:	GOOD
Health:	90
Karma:	22
Reason:	EXCELLENT
Popularity:	40

Powers:

FLIGHT. Northstar can fly at Monstrous speed by channeling the kinetic energy of his molecules in one direction. This redirection of kinetic energy gives him Excellent body armor when in flight.

MULTIPLE ATTACKS. Northstar can land multiple blows against the same target in

one round, for Remarkable damage. Check for Stun with any target of less than Remarkable Endurance.

LIGHTBURST. Working with his sister, Aurora, Northstar can generate a bright flash of light which can blind at Monstrous level.

Background: Jean-Paul was separated from his sister when their parents died. At a very young age, he was sent to his mother's relatives; his sister was placed in an orphanage. He discovered his powers of flight in his late teens, and used them to make himself a world-class champion skier. His abilities came to the attention of James Hudson, who reunited Beaubier with his sister and recruited him into Alpha Flight. Bad-tempered and egotistical, Northstar remained with the team for a time out of professed devotion to his sister, but has since departed.

PUCK™

Eugene Judd, Bouncer

Fighting: INCREDIBLE
Agility: EXCELLENT
Strength: GOOD
Endurance: GOOD
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: GOOD

Health: 80
Karma: 36
Resources: TYPICAL
Popularity: 5

Powers:

GYMNASTIC ABILITY. Judd has no "super powers" as such, but has trained himself to become an incredible fighter and athlete. He has developed a unique fighting style, which consists of turning cartwheels like a human hockey puck (hence his code name). This form of attack can be considered a charge, but uses the Remarkable column to hit and does 30 points damage. Puck can also Stun (but not Slam) opponents with a higher Strength than his Endurance using this attack.

Talents: Puck grew up on the street and traveled the world before settling in Canada and joining Department H. He has a good knowledge of the street and the people that live there. His Reason is Excellent when dealing with urban life.

Background: Little has been revealed about Eugene Judd's past, but it seems to have been long and violent. He participated in several wars, some criminal activities, and even studied bullfighting with Ernest Hemingway! When he heard of Alpha Flight, Canada's first hero group, Judd immediately tried to join. He worked his way up through the ranks, advancing from Gamma Flight to Beta Flight, and was about to join Alpha Flight when the government stopped funding the team. When he was called in to help the team with an emergency, Puck decided to stay with Alpha Flight even though it no longer had government support.



HEATHER™

Heather MacNeil Hudson

Fighting: TYPICAL
Agility: GOOD
Strength: TYPICAL
Endurance: EXCELLENT
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 42
Karma: 40
Resources: POOR
Popularity: 4

Powers:

Talents: organization, leadership

Background: Heather is the widow of James Hudson (also known as *Guardian™*, *Vindicator™*, and *Weapon Alpha™*), who was recently killed in New York. Upon her husband's tragic death, Heather was without direction for a time. She finally took command of Alpha Flight, becoming their official leader. While possessing no superhuman powers or abilities, Heather's common-sense approach and concern for the group has managed to keep them a viable team.

GARY CODY™

Former Government Liaison

Fighting: TYPICAL
Agility: TYPICAL
Strength: TYPICAL
Endurance: GOOD
Reason: TYPICAL
Intuition: GOOD
Psyche: GOOD

Health: 28
Karma: 26
Resources: TYPICAL
Popularity: 6

Powers:

Talents: unsnarling government red tape.

Background: Gary Cody was the official government liaison between Department H (which operated Alpha, Beta, and Gamma Flights) and the Canadian government, including the Defense Department. When Department H was disbanded, Cody continued to act as an unofficial liaison, and arranged for Alpha Flight to have status as RCMP auxiliaries when the need arises. Cody has a Reason of Good when dealing with government bureaucracy and red tape.

AURORA™

Jean-Marie Beaubier, Teacher

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: TYPICAL
Endurance: EXCELLENT
Reason: POOR
Intuition: GOOD
Psyche: POOR

Health: 66
Karma: 18
Resources: TYPICAL
Popularity: 7

Powers:

FLIGHT. Aurora can fly at Incredible speed by channeling the kinetic energy of her molecules in one direction. This use of kinetic energy gives her Good body armor when in flight.

LIGHTBURST. By concentrating, Aurora can produce a burst of brilliant light which can blind watchers at Monstrous level. If a watcher's Endurance is lower than Monstrous, he must make a red FEAT roll or be blinded for 1-10 rounds. If a watcher's Endurance is Monstrous, a yellow FEAT roll is needed to avoid blindness; if Endurance is greater than Monstrous, a green FEAT roll is needed. Blinded victims shift left three columns on attacks.

SPLIT PERSONALITY. Jean-Marie is a classic paranoid—that is, she has two distinct personalities within the same body. Aurora is the "super human"—very sure of herself, dominant, powerful. Jean-Marie is meek, shy, submissive, and denies her powers. Whenever Aurora takes damage, make a yellow Psyche FEAT roll. Failure indicates that the Jean-Marie persona has come out on top, and she will neither fight nor use her super powers for the remainder of the battle.

NON-DETECTION. Due to an experimental transformation, Aurora cannot be detected by any mutant-detection devices, including Cerebro or the Sentinels. She registers as a normal human on all such devices.

Background: Jean-Marie Beaubier was an orphan in a state-supported school when she first discovered her mutant abilities. Her story of being able to fly was severely punished by her teachers, and she repressed her "Aurora-self" for many years. The wild, strong-willed Aurora surfaced on maturity, and it is that persona that has joined Alpha Flight. Her powers were originally the same as those of her brother, Northstar, but were altered in an experiment run by her teammate, Walter Langkowski (Sasquatch).

SASQUATCH™

Dr. Walter Langkowski,
Physics Professor

Fighting: REMARKABLE (30)
Agility: GOOD (10)
Strength: (REMARKABLE 30)
Endurance: (MONSTROUS 75)
Reason: EXCELLENT (20)
Intuition: (AMAZING 50)
Psyche: REMARKABLE (30)
Health: GOOD (10)
Karma: REMARKABLE (30)
Resources: 70 (185)
Popularity: 10

BESTIAL FORM
BODY ARMOR
LEAPING
BESTIAL RAGE
KNOWLEDGE: Physics and
Radiation

PUCK™

Eugene Judd, Bouncer

Fighting: INCREDIBLE (40)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)
Health: 80
Karma: 36
Resources: TYPICAL (6)
Popularity: 5

GYMNASTIC ABILITY
KNOWLEDGE: Urban Life

AUROLA™

Jean-Marie Beaubier,
Teacher

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: EXCELLENT (20)
Reason: POOR (4)
Intuition: GOOD (10)
Psyche: POOR (4)
Health: 66
Karma: 18
Resources: TYPICAL (6)
Popularity: 7

FLIGHT
LIGHTBURST
SPLIT PERSONALITY
NON-DETECTION AS MUTANT

NORTHSTAR™

Jean-Paul Beaubier,
Champion Skier

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: EXCELLENT (20)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psyche: GOOD (10)
Health: 90
Karma: 22
Resources: EXCELLENT (20)
Popularity: 40

FLIGHT
MULTIPLE ATTACKS
LIGHTBURST

SHAMAN™

Michael Twoyoungmen,
physician and mystic

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: EXCELLENT (20)
Intuition: AMAZING (50)
Psyche: INCREDIBLE (40)

Health: 50
Karma: 110
Resources: EXCELLENT (20)
Popularity: 25

MYSTIC POUCH
LEVITATION
MEDICINE
KNOWLEDGE: Legends and
Occult

SNOWBIRD™

Narya, demigoddess

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: EXCELLENT (20)
Endurance: AMAZING (50)
Reason: TYPICAL (6)
Intuition: AMAZING (50)
Psyche: MONSTROUS (75)

Health: 110
Karma: 131
Resources: TYPICAL (6)
Popularity: 5

SHAPE CHANGE
FLIGHT
POSTCOGNITION
BOUND TO CANADA

HEATHER™

Heather MacNeil
Hudson

Fighting: TYPICAL (6)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 42
Karma: 40
Resources: POOR (4)
Popularity: 4

LEADER OF ALPHA FLIGHT

MARRINA™

Marrina Smallwood

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: EXCELLENT (20)
Endurance: INCREDIBLE (40)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 80
Karma: 26
Resources: TYPICAL (6)
Popularity: 5

AMPHIBIOUS NATURE
STINGING TOUCH
BESTIAL NATURE

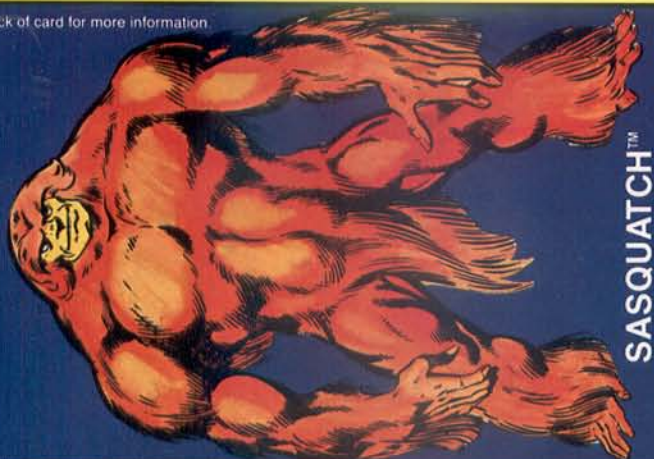




ALPHA FLIGHT™ CHARACTER CARDS

Cut out cards

See back of card for more information.



SASQUATCH™

See back of card for more information.



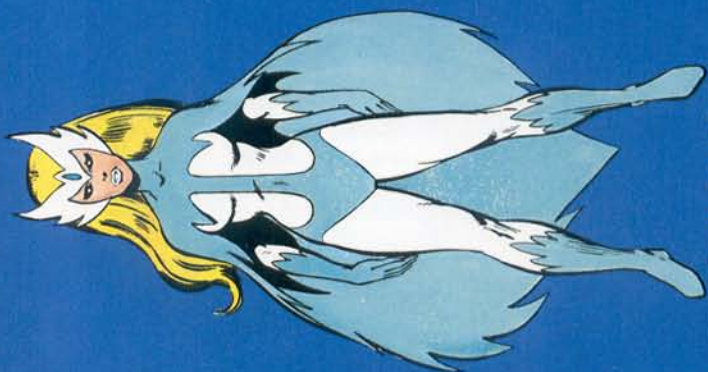
SHAMAN™

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PUCK™

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SNOWBIRD™

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AURORA™

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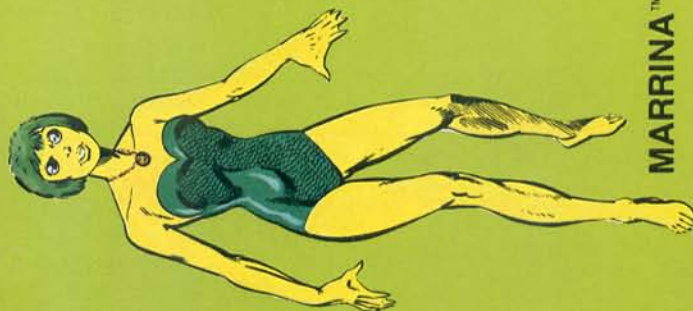
HEATHER
MACNEIL
HUDSON™

See back of card for more information.



NORTHSTAR™

See back of card for more information.



MARRINA™

MARVEL SUPER HEROES™

OFFICIAL GAME ADVENTURE

CAT'S-PAW

by Jeff Grubb

There's a government agent from Ottawa who looks like he's been attacked by a lawnmower.

There's a house in Ontario haunted by a ghostly widow and her ghostly cats.

There's a power project in Quebec plagued by a certain jade-jawed giant.

There's a madman at the Arctic Circle working to free an ancient power.

And there's only one super-team to solve the mystery—ALPHA FLIGHT™. But can even they handle what lies ahead?

This adventure is for use with the MARVEL SUPER HEROES™ role-playing game. You must have the MARVEL SUPER HEROES™ role-playing game to play this adventure. This package includes a 16-page adventure book, full-size color map, character cards, and complete information on ALPHA FLIGHT and their fatal foes.

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